

# paleotronic

805

ATARI ST  
CD28  
GADGETS  
GAMES  
MORE!







If you own an Apple IIC, you'd have to add all this



to match the versatility, expandability and higher intelligence of the new Commodore 128 (and it costs less too).

The new Commodore 128™ personal computer is breakthrough technology at a breakthrough price. It outshines the Apple™ IIC in performance capability, performance quality and price. It is expandable to 512K RAM while the IIC isn't expandable at all.

And the new Commodore 128 has a numeric keypad built right into its keyboard that makes crunching numbers a lot easier. And the Commodore 128 has graphic and sound capabilities that far exceed those of the Apple IIC. But the most important news is that

the new Commodore 128 jumps you into a whole new world of business, productivity, education and word processing programs while still running over 3,000 programs designed for the Commodore 64™. That's what we call a higher intelligence.

COMMODORE 128 A Higher Intelligence

commodore COMPUTER Keeping up with you.

BEHMAN MAHFOUF/STUDIO

The Commodore 128. When you look at the facts they do seem to weigh rather heavily in our favour.

When you add it up, the Commodore 128 is really three computers in one. It can run 64K, 128K and CP/M software. Giving it the largest range of computer software in the world. Making it as efficient in business as it is entertaining at home. That's why Commodore has become the world leader in microcomputers. And why, on balance, the Commodore 128 has no equal.



With hundreds of software packages available never has a more useable machine been launched.

Three modes mean you can use software for the Commodore 64, software for the CP/M system and new software specially written.

Here are just three new examples of what is available.

Visit your local dealer for your 128 software or call the Commodore Information Centre on Corby (0536) 205252 for more information.

COMMODORE 128 SOFTWARE: EDUCATIONAL, DATABASES, VOICE SYNTHESIS, PAYROLL, FINANCIAL, WORD PROCESSING, GAME, SHEET MUSIC, SPREADSHEET, DRAWING, CALCULATOR, ADDRESS BOOK, PHONE BOOK, DICTIONARY, THEATRE, MUSIC, VIDEO, TV, RACING, SPORTS, BUSINESS, PERSONAL, HOME, OFFICE, SCHOOL, COLLEGE, UNIVERSITY, RESEARCH, LABORATORY, MEDICAL, LEGAL, POLICE, MILITARY, AIR FORCE, NAVY, ARMY, MARINE, COAST GUARD, CUSTOMER SERVICE, SUPPORT FOR ALL MAJOR OPERATING SYSTEMS TO FULL INTEGRATED WORKING SYSTEMS.

commodore

## A numeric keypad. Woohoo!

Actually, the Commodore 128 had a bit more going for it than just a numeric keypad -- the successor to the Commodore 64, it didn't forsake its predecessor, featuring a fully compatible 64 mode. In addition, it had an 80-column text display, a main CPU switchable between 1 and 2 MHz, a second Z80 CPU with CP/M compatibility, and an expanded BASIC. Oh, and of course 128K of RAM (hence the name.)

Other neat features included the ability to use two monitors at once (one using the 40-column display and the other 80), an option to "boot" a disk on power-on (unusual for a Commodore machine, but common in other con-

temporary 8-bit computers) and a sprite editor for budding game developers.

Commodore also released a new disk drive, the 1571, which promised much faster speeds than the glacially slow 1541 through a "burst mode". The drive was also double-sided, and combined with the C128s extra RAM and higher display resolution would make a great team for the GEOS graphical operating system, released for the C128 in 1987.

GEOS would prove less than stellar on a C64.

The C128's expanded BASIC, improved upon from the BASIC included in Commodore's failed Plus/4 model, provided a plethora of additional features unseen in the 64, including sound and graphics commands that previously required the user to enter an arcane series of POKEs, structured looping, text mode windowing, joystick input, decimal to hexadecimal conversion, function key assignments, auto and line re-numbering, tracing, a machine language monitor, and much more!

Couldn't afford a 1571? If you were "stuck" with the sloth-like 1541, there were a few options you could pursue:

- "TurboLoad" cartridges acted as a "middleman" between software and the 1541, "bursting" data transfers with larger packet sizes.
- You could use a "freeze" cartridge to save the state of your computer, and then reload it later (a faster, typically compressed process.)
- Sometimes, compressed "turbo tape" games could load faster than the same game off of a disk.
- Finally, you could buy games on cartridges. Those loaded really fast!

TIRED OF WAITING FOREVER FOR YOUR PROGRAMS TO LOAD?

INTRODUCING THE FAST LOAD CARTRIDGE FROM EPYX.

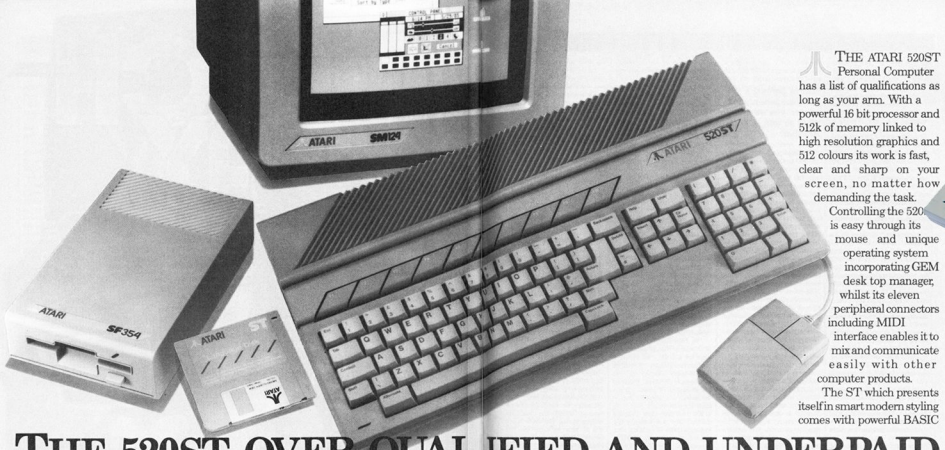
You're tired of waiting forever for your Commodore 64 disk. But it's no use glaring at your disk. It was born to be there, either. It's just slow. And unlike other products, the FAST LOAD CARTRIDGE works with most programs, even copy protected ones, including the most popular computer games, including the most popular computer games, including the most popular computer games.

TURBOLOAD CARTRIDGE FOR COMMODORE 64

LOADS DISKS FASTER

- Easy to install cartridge, simply plugs into your Commodore 64 or 128.
- Loads disks up to 8 times normal speed with both the 1541 and 1571 disk drives.
- Simplified DOS commands for loading files, formatting disks, deleting files etc.
- Stoppable directory listing which does not overwrite programs in memory.
- Built in menu maker to provide a menu for each disk to simplify loading and running of programs.
- Easy listing of BASIC programs to printer.
- Text screen dump to printer.
- Reset button - ideal for magazine pokes.
- One year warranty.





**THE ATARI 520ST** Personal Computer has a list of qualifications as long as your arm. With a powerful 16-bit processor and 512K of memory linked to high resolution graphics and 512 colors its work is fast, clear and sharp on your screen, no matter how demanding the task. Controlling the 520ST is easy through its mouse and unique operating system incorporating GEM desk top manager, whilst its eleven peripheral connectors including MIDI interface enables it to mix and communicate easily with other computer products. The ST which presents itself in smart modern styling comes with powerful BASIC

## THE 520ST. OVER QUALIFIED AND UNDERPAID.

Floundering as the effects of the video-game crash began to increase, Atari's parent company Warner Communications quickly wanted to divest themselves of what they saw as a toxic asset. Ousted as Commodore's CEO early in 1984, Jack Tramiel would make a deal later that year to buy Atari's home console and computer business.

When Tramiel left Commodore, he began working on a design for a new 16-bit computer system, and he purchased Atari as part of his plan to manufacture that system. However, it was discovered that Atari had already made a deal with a startup called Amiga to develop a 16-bit computer. Tramiel wasn't interested in the Amiga, but Commodore was, so he sued in an attempt to bury Amiga's intellectual property, but he was unsuccessful, and Commodore acquired Amiga.

This saga gave Tramiel's team of largely ex-Commodore engineers the time to develop the ST. Using hardware similar to the Macintosh, and Tramiel purchased an operating system, GEM, from Digital Research (having rejected an offer from Microsoft to adapt Windows) and then had Atari port it to the 68000, the ST's microprocessor.

Atari would announce the 520ST in January of 1985. With its graphical GUI, the ST was quickly dubbed the "Jackintosh" -- a low cost alternative to the much pricier Macintosh. However, Tramiel's spotty reputation (see sidebar) discouraged computer retailers from carrying the computer, and software developers in turn were leery about expending the effort to develop products for a platform they worried might not go anywhere.

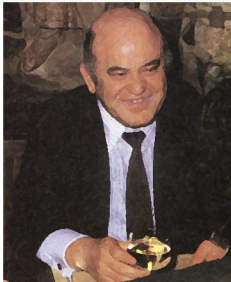
However, its high-resolution monochrome mode made it an attractive low-cost option for graphic designers, and its built-in MIDI ports wowed musicians. Ports of Atari games made it a viable video-game console and the ST was very popular in Europe, seen as a successor to the Commodore 64 and the Sinclair ZX Spectrum.

In North America the ST's sales were slow, but respectable.

Tramiel would also revamp the Atari 8-bit computer line, repackaging them in an ST-style case and introducing a 128K model, the 130XE. Unlike the C128, the 130XE didn't have any additional functionality beyond the extra RAM.



Atari would discontinue its 8-bit computer line in 1992.



**Jack Tramiel (1928-2012)** was a colourful character in the computing world. He started Commodore as an office machine company in the 1950s, expanding into digital calculators and then into computers. His business tactics were notorious. He was one of the first businessmen to buy out suppliers when he didn't like their prices. Other suppliers he would refuse to pay after they had delivered. But this allowed him to keep his prices down.



## THERE'S ONLY ONE WORD FOR THESE PRICES: RIP-OFF.

Introducing the Atari 520ST personal computer system. \$799.95\* complete.

Go ahead. Compare those other machines with the new Atari 520ST. They cost hundreds of dollars more, but you don't get much in return. That's what we call a rip-off.

For \$799.95\* the 520ST comes complete with high-resolution monochrome

	ATARI 520ST	IBM PC AT	APPLE II	COMMODORE 64
Price	\$799	\$4675	\$375	\$175
CPU	68020	80286	68000	68000
Speed MHz	8.0	10.0	2.0	1.0
Standard RAM	512K	256K	512K	256K
Number of Keys	95	95	59	59
Mouse	Yes	No	Yes	Yes
Screen Resolution (non-interlaced)	640 x 200	640 x 200	640 x 200	640 x 200
Monochrome	640 x 200	640 x 200	640 x 200	640 x 200
Color	Yes	Optional	No	No
Color Output	Yes	Optional	No	No
Number of Disk Drives	5 1/2"	5 1/4"	5 1/4"	5 1/4"
Build-in Hard Disk (MB)	Yes	Yes	No	No
MIDI Interface	Yes	No	No	No
Hot of Sound Voices	3	1	4	4

\*With optional monochrome base (non 512-megabyte)

\*\*Minimum Order - \$495.00

monitor, 2-button mouse, 3.5" disk drive, TOS™ Operating System, including GEM™ Desktop plus Logon™ and Atari BASIC programming languages. \$200 more gives you an RGB color monitor with 512 glowing colors.

Choose innovative business, entertainment, education, systems management, and integrated package software. Expand your 520ST with industry standard parallel printers, modems, MIDI controlled synthesizers and key-

boards, 1 megabyte floppies, 10 MB and larger hard disks and more. All available now. At remarkably low prices.

So go ahead. Compare the ST system to those other guys. Only Atari gives you so much. For so little.

For the dealer nearest you, write Atari Corp, Customer Services, 1196 Borregas Ave, Sunnyvale, CA 94086.

\*Plus applicable local taxes \$999.95 with color monitor. All prices are manufacturer's suggested retail list.



Depending on who you ask, ST stood for SixTeen, or Sam Tramiel, Jack's son.

### ATARI 8 BIT COMPUTERS

## The Atari 130XE Computer

Atari has added a new slant to the world of computing. Beauty, inside and outside. Brians and beauty combined to give you more of what you want from a personal computer. More graphics modes, colors, Random Access Memory, text modes, and independent sound voices than any other computer of its size. All in one stunning new body at a ver low price. The Atari 130XE has 131, 072 bytes of RAM. It uses the 6502C microprocessor and is software compatible with the thousands of programs available for the 800XL series.

No. AA130XE

**\$139.00**



## The Atari 800XL Computer



A powerful, versatile tool for work and play, the Atari 800XL Home Computer features built-in Atari Basic programming language, a full-stroke keyboard, a Help key and an international character set—plus built-in 64K memory. This additional memory gives the user access to over 2,000 software programs, while an expansion connection proves the potential for adding sophisticated peripherals. Teamed with the right Atari programs and peripherals, the 800XL can teach, entertain, program and help manage a home or business.

No. AA800X

**\$799.99**

## The Atari 65XE Computer

Atari has added a new slant to the world of computing. Beauty, inside and outside. Brians and beauty combined to give you more of what you want from a personal computer. More graphics modes, colors, Random Access Memory, text modes, and independent sound voices than any other computer of its size. All in one stunning new body at a very low price. The Atari 65XE has 65,000 bytes of RAM. It uses the 6502C microprocessor and is software compatible with the thousands of programs available for the 800XL series.

No. AA65XE

**\$89.99**







## Finally, a Computer Keyboard Kids Can Use

A computer can help your child learn, but the keyboard often gets in the way. It's a jumble of keys that's confusing and hard for little fingers to operate. And it's not much fun.

**Introducing Muppet Learning Keys™ from Kodak Technologies™**  
It's the first computer keyboard made especially for young children. Unlike regular computer keyboards, all the letters and numbers are in order. So a child can find A-Z-C and 1-2-3 without hunting all over the keyboard. And with Muppet Learning Keys software, learning letters and numbers becomes fun.

**From the Experts**  
Muppet Learning Keys was created by education specialists to make learning exciting for your child. It's the first computer keyboard with Kermit, Miss Piggy and the whole Muppet gang right on it, ready to introduce your children to the magic of letters, numbers and colors.



**Kid Stuff**  
Muppet Learning Keys has things that every child knows and loves:

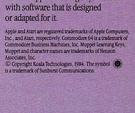
- A paint box with eight touchable colors
- A ruler with the ABC's in order
- A ruler with the numbers where they're supposed to be
- And keys the right size for small fingers

Press any key and something always happens. Press K and Kermit flies his

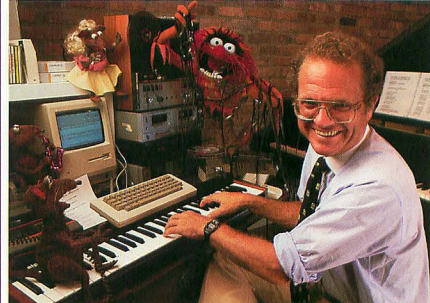
kites. Press 6 and six kites appear. Touch a button on the paint box and leave a colorful impression.

**Muppet Learning Keys—**for a child's hands, a child's mind and a child's heart. Give your child Muppet Learning keys and make computer learning kids' play.

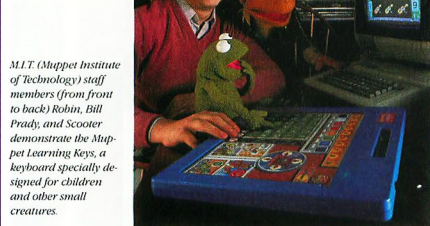
**Muppet Learning Keys. The Hands-on Keyboard for Kids.**



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**Chris Cerf (with glasses), Animal (with red nose), and other Muppet associates at Cerf's workstation. The Grammy-winning composer and humorist is an accomplished keyboardist on both the synthesizer and the Mac, on which he writes lyrics to new standbys like "Born to Add."**



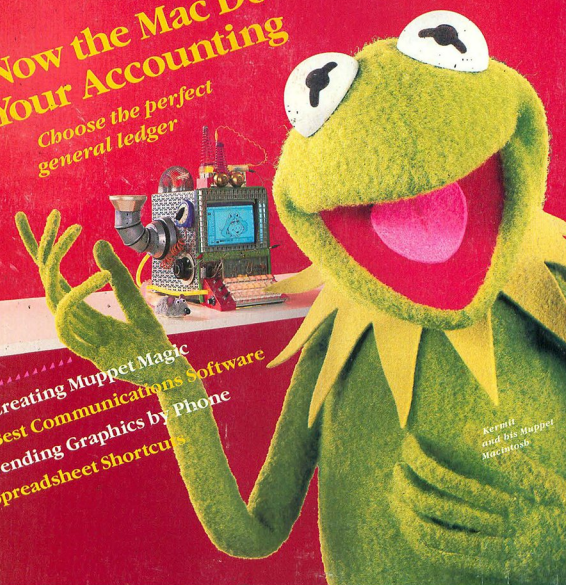
**MIT (Muppet Institute of Technology) staff members (from front to back) Robin, Bill Prady, and Scooter demonstrate the Muppet Learning Keys, a keyboard specially designed for children and other small creatures.**

# MACWORLD

December 1985 \$3.95  
Canada \$4.95  
The Macintosh Magazine

**Now the Mac Does Your Accounting**  
Choose the perfect general ledger

Creating Muppet Magic  
Best Communications Software  
Sending Graphics by Phone  
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Kermit and his Muppet Macintosh

## From the black and white pages of a dusty book emerges the colourful and gripping adventure of

# THE NEVERENDING STORY

Save the world of "Fantasia" in this thrilling adventure. Cast as the hero Atreyu and Falcor, the Luck Dragon, you face the trials and terrors of the ever-consuming "Not" Enter the scene in this richly illustrated and highly imaginative computer world.

**AMSTRAD COMM. 64 SPECTRUM 48K** **ocean** **9.95**

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## JUST YOU AND A CAR NAMED "KIT"

# KNIGHT RIDER

# KNIGHT RIDER

THE ULTIMATE DRIVING TEAM

**ocean** **\$8.95**

© 1985 Oceanic Inc.

In 1984 the Muppets may have taken Manhattan, but in 1985 they were taking computer magazines by a storm with their Muppet Learning Keys keyboard for children. It came with a disk of Muppet-related learning programs.

British software house Ocean licensed Knight Rider and put out a video game, but it was pretty terrible, scoring a huge 16% in computer magazine Zzap64. You're better off watching old Knight Rider re-runs on Youtube.

In contrast, Ocean's also-licensed graphical text-adventure *The NeverEnding Story* was much better received by players (which wasn't a high bar) who appreciated its complex ending (unusual for text adventure games which typically ended abruptly).

Datasoft, meanwhile, released a spin-off video-game for the blockbuster *The Goonies* for the Apple II, Commodore 64 and Atari 8-bit computers. Like Ghostbusters, *The Goonies* featured a chip rendition of the film's theme song, "Goonies R Good Enough" by Cyndi Lauper.

## Reviews

### GOONIES

**Producer: US Gold**  
Retail Price: £7.95

Each screen contains all sorts of points for each pair of Goonies. Many are hidden and you have to search for them.

**CRITICISM**

Well as you can see, the game is a little on the dull side. The puzzles are generally very easy so you can solve them without much brain ache. The graphics are a bit lacking, and the characters move about badly through a somewhat out-of-date background. However, as a puzzle game, it's a good value for money as there are many hidden games around that are in the same vein.

**COMMENTS**

If you must confess, Goonies is a much better title than I expected. The game is small, and each screen contains an effective amount of colour. Soundwise, Goonies is right on line, with good sound effects, and an in-game score that can be turned on and off. The game is a little slow down the fast gameplay at all. It is a definite top-down game, so you can fly around as you wish. The puzzles are on each of the screens other than the first one. One can't see the first screen in your first few goes — unless you've seen the game — so it doesn't take you long to get the hang of it.

**Use of computer**

Graphics	50%
Playability	50%
Control	50%
Graphics	50%
Control	50%
Graphics	50%
Control	50%
Graphics	50%
Control	50%
Graphics	50%
Control	50%
Graphics	50%
Control	50%

**U.S. GOLD**

# THE GOONIES

A RICHARD DONNER Film

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**TEMPLE OF APSHAI TRILOGY™ BIGGER. MEANER. AND RICHER THAN EVER.**

**WIN** an Amiga computer. Plus a special t-shirt offer!

It takes all kinds to make a galaxy interesting. Like you, a character who's not just a hero, but a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra.

You've joined an elite rescue squadron. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra.

You've just discovered the Eidolon—a creature 7000 years old. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra.

You know Temple of Apschai. The classic. The best. The one you've been waiting for. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra. You're not just a hero, you're a hero who's got a little something extra.

**"KENNEDY APPROACH..."**

...This is UA 236... Emergency Fuel... one zero minutes!!!!...

INTERNATIONAL KARATE

Epyx would distribute a number of games developed by Lucasfilm's fledgling game studio, each featuring a 3D point of view, as a tank, a spaceship and a dungeon crawler. Speaking of dungeons, Epyx would also repackaging its Dunjonquest games as the Temple of Apschai Trilogy, and release versions for the Atari ST and Amiga the following year.

**Earth will be destroyed in 12 minutes to make way for a hyperspace bypass. Should you hitchhike into the next galaxy? Or stay and drink beer?**

And the story responds: YOU GET DRUNK AND HAVE A TERRIFIC TIME FOR TWELVE MINUTES, ARE THE LIFE AND SOUL OF THE PUB, THEY ALL GO ON YOU ON THE BACK.

Melbourne House earlier made a karate game called "Way of the Exploding Fist," and considered suing system 3, but after Epyx's legal troubles with Data East decided to keep to themselves.

For the Spectrum, C.64, Amstrad and all other Ataris at ONLY **£6.50**

Microprose, known for simulation software, released Kennedy Approach, a "game" in which you play an air-traffic controller, widely considered the world's most-stressful job. To make matters more interesting, the program featured synthesized voices that, like at the time, provided the only interface between the ATC and pilots aiming to take off or land.

Due to the intensity of the game, Compute Magazine gave Kennedy Approach "9 clammy hands out of a possible 10."

International Karate, originally developed by British studio System 3 (who also made the Last Ninja games), would be licensed by Epyx and published as "World Karate Championship." Data East, which made the arcade game "Karate Champ" would sue Epyx regarding the games' similarities, and Epyx was found guilty of copyright infringement and forced to halt sales of the game. A subsequent appeal, however, reversed the decision, stating that the games were not identical, and that one company couldn't monopolize an entire genre.

Epyx also released Winter Games, a companion to its prior successful Summer Games program. Consisting of a number of Olympic-style events (the game was not Olympic-branded as no licensing agreement was reached), Winter Games had players competing in alpine skiing, ski jumping, biathlon, bobsled, figure skating, speed skating, luge and freestyle skiing.

The computer versions received rave reviews. The console versions, not so much.

**INFOCOM**

THE HITCHHIKER'S GUIDE TO THE GALAXY

And the story responds: SHRAP THE TONEL AROUND MY HEAD. AND THE STORY RESPONDS: THE RAVENOUS BUCKLEFLATTER BEAST OF TEXAS IS COMPLETELY BEMILDERED. IT IS SO DUMB IT THINKS IF YOU CAN'T SEE IT, IT'S DEAD. "SEE YOU."

**There's never been a better reason for looking forward to Winter!**

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action with the joystick, animating your player for style and rhythm. You choose the country you want to represent. Listen to the national anthem. Then it's practice, training and learning a winning strategy for each event. Now the Opening Ceremony and the competition begins—against your friends or the computer. Will you be the one who takes the gold at the Awards Ceremony? Will your name be etched amongst the World Award holders?

The quest for the gold continues... And it's all here—the strategy, the challenge, the competition, and popularity of Winter Games!

And the Bobbleb—still faster as you fly around hairpin turns, leaning hard to stay in the tube. Finally the Bobbleb, the ultimate challenge to your endurance in cross-country skiing and marksmanship.

All of this fun and excitement is easy to learn and play. You control the



# Gadgets

# '85



## THE CLAPPER®

CLAP ON! CLAP OFF!



With an earworm for a jingle, **The Clapper** took the airwaves by a storm.

The device sat between your wall's power outlets and your electric appliances, allowing you to turn them on and off by clapping. But **a crisp dog bark** could do it too, also coughing, and equivalent noises generated by televisions or radios.

### fischertechnik Robotic Computing Kit

Isaac Asimov would be proud—learn all about robotics with the fischertechnik Robotic Computing Kit.

The kit includes everything you need to build your own computer-controlled robot. \$199 from fischer America, 175 Route 46 West, Fairfield, NJ 07006, (201) 227-9283.



Animatronic bear **Teddy Ruxpin** would rule the holiday season. Like earlier toy robots, Ruxpin utilized one channel of a tape inserted into its in-built cassette player for movement data, while playing back the second channel to serve as the bear's voice.

Variations on the toy have **been on sale ever since.**

**Robots were still cool**, veering off into more educational territory with card-controlled robotics kits which offered more precise movement.

One of the first low-cost drawing tablets, the **Koalapad** did not require a special electronic stylus, and could be used to draw with your fingers.

However, because of this, while suitable for low-resolution displays, its accuracy at higher resolutions **left something to be desired.**



### KoalaPad +

By all means, touch the KoalaPad+ to draw "free-hand" with your Apple II. The KoalaPad+ includes KoalaPainter program, and Graphics Exhibitor software. \$125 from Koala Technologies, 3100 Patrick Henry Drive, Santa Clara, CA 95050, (408) 946-4483.





A vintage computer monitor with a beige frame. The screen is black and displays a message in bright green, pixelated, uppercase letters. The text is arranged in five lines. Below the monitor, two floppy disk drives are visible, each with a metal door and a red indicator light.

a HUGE  
Thank You  
to all of our  
Kickstarter  
backers!

Thanks to you,

**paleoTronic**  
is coming...



Content for this special mini-issue came from the following formally copyrighted sources:

- BYTE December 1985
- Antic December 1985
- Compute! December 1985
- Compute's Gazette December 1985
- Computers Gamer December 1985
- Computers and Video Games December 1985
- Crash December 1985
- Creative Computing December 1985
- Macworld December 1985
- Modern Electronics December 1985
- Rainbow December 1985
- RUN Commodore World December 1985 (Cover)
- Your Computer December 1985
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palcoetriconic  
Next Up:



1986